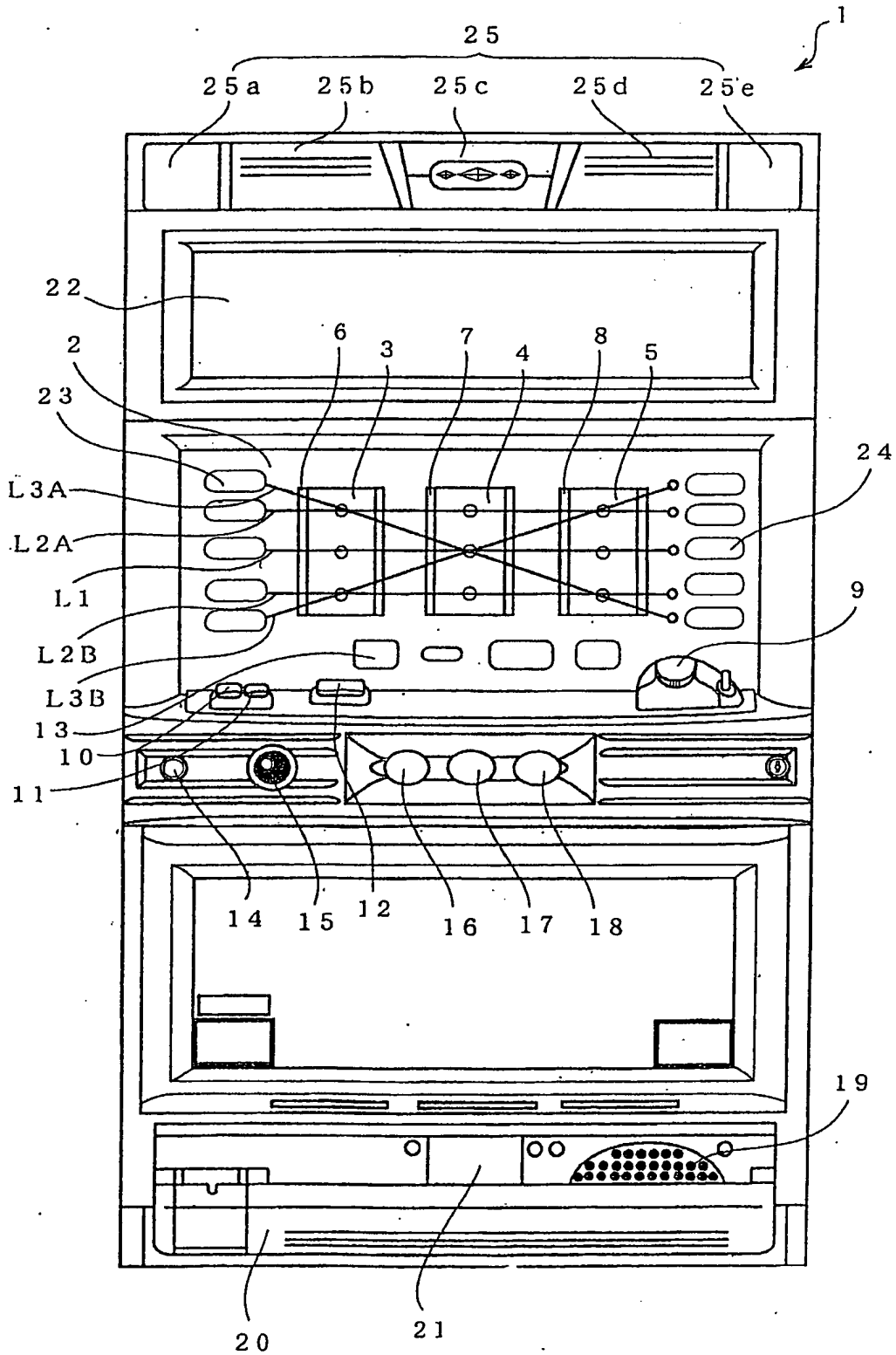
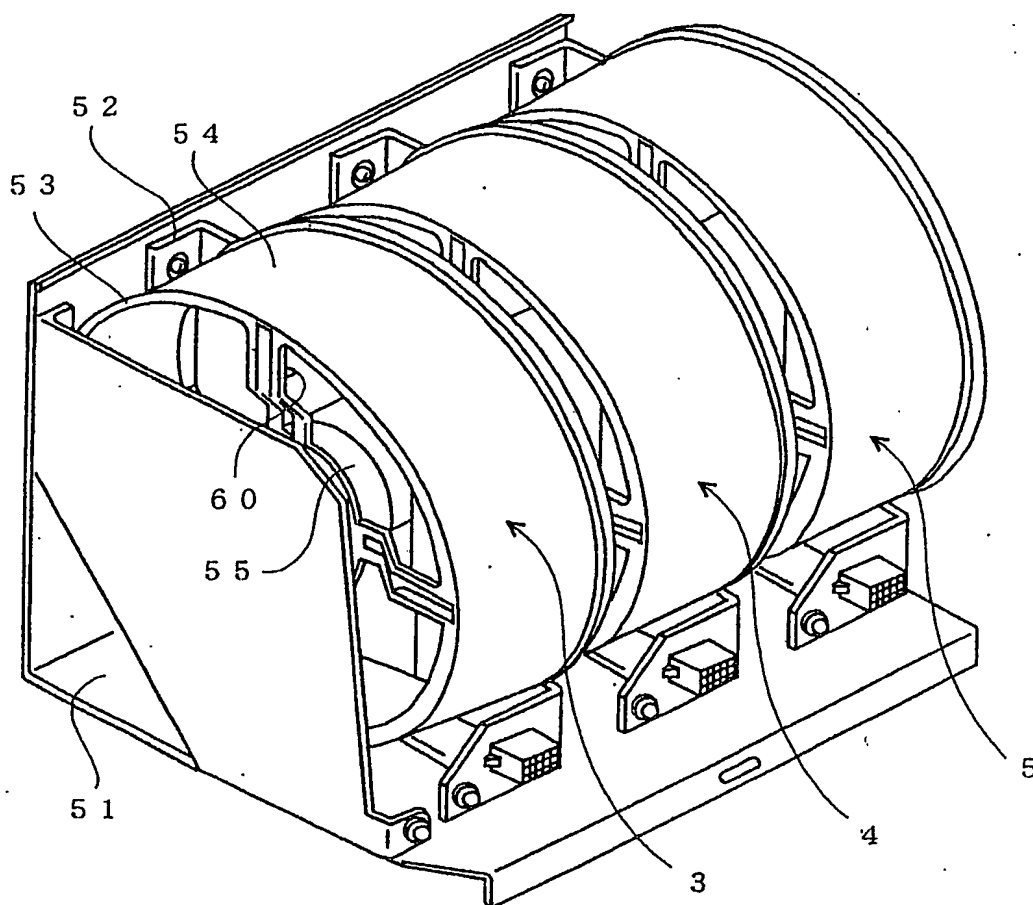


FIG. 1



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FIG.2



**FIG.3**

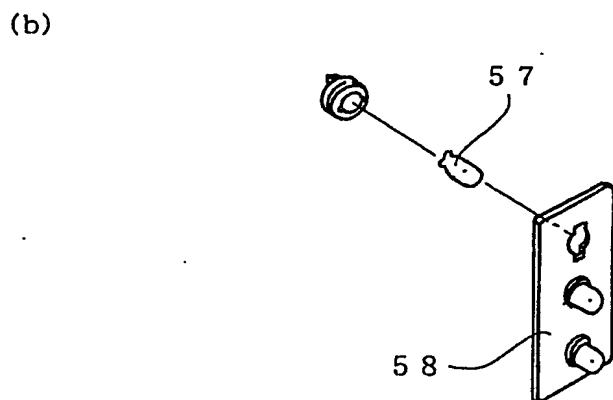
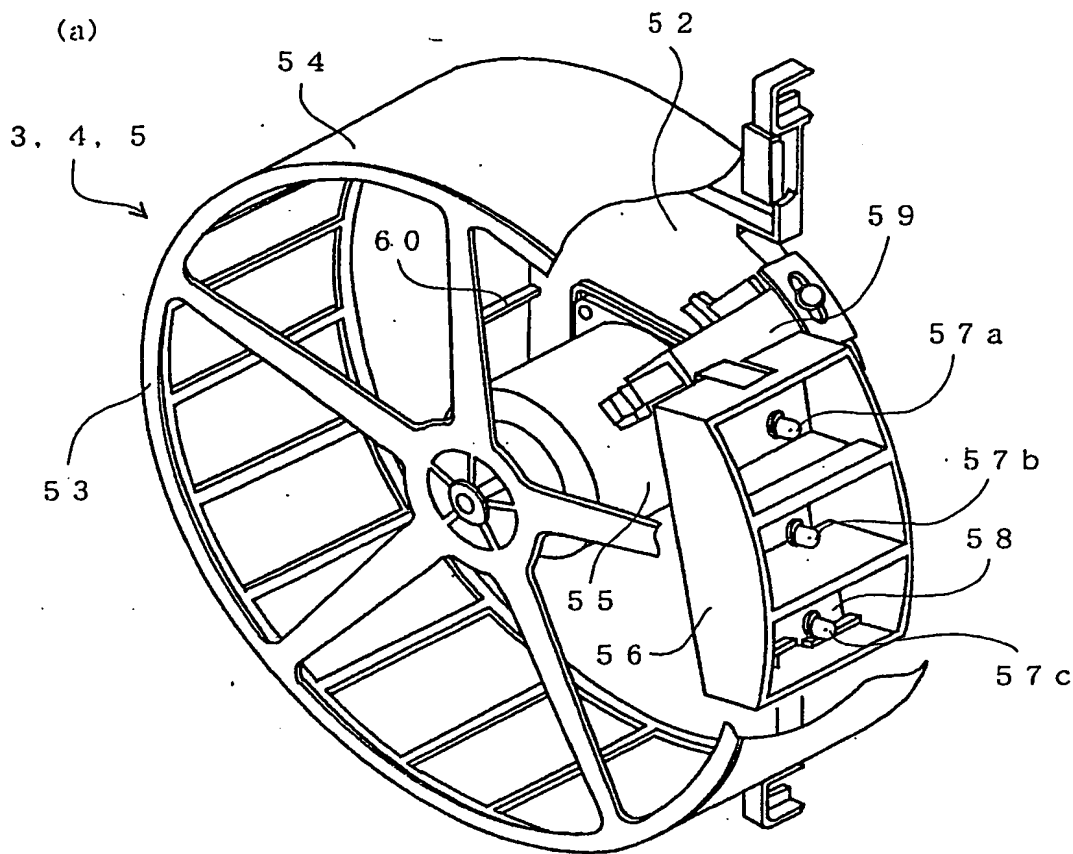
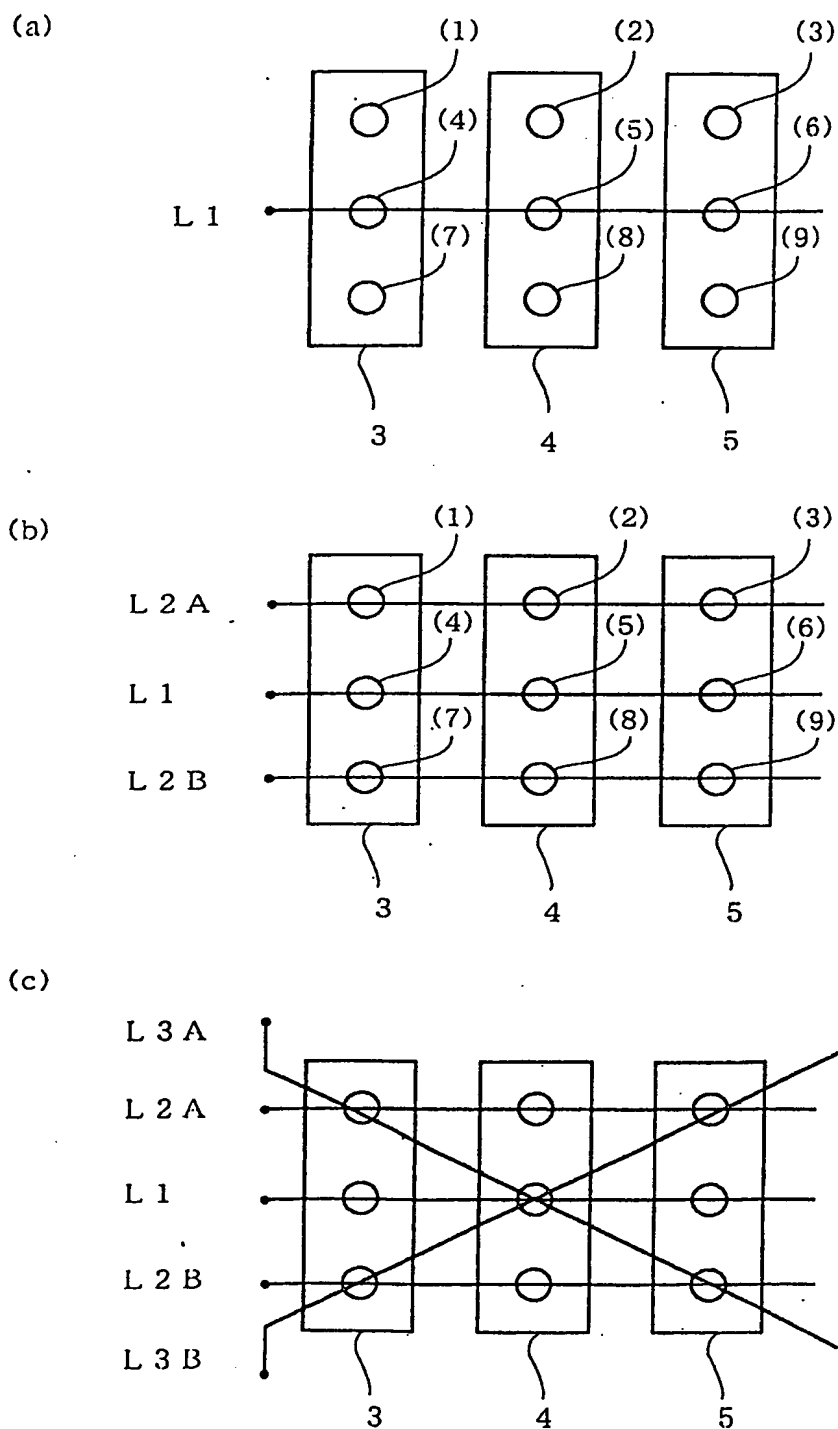


FIG. 4



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FIG. 5

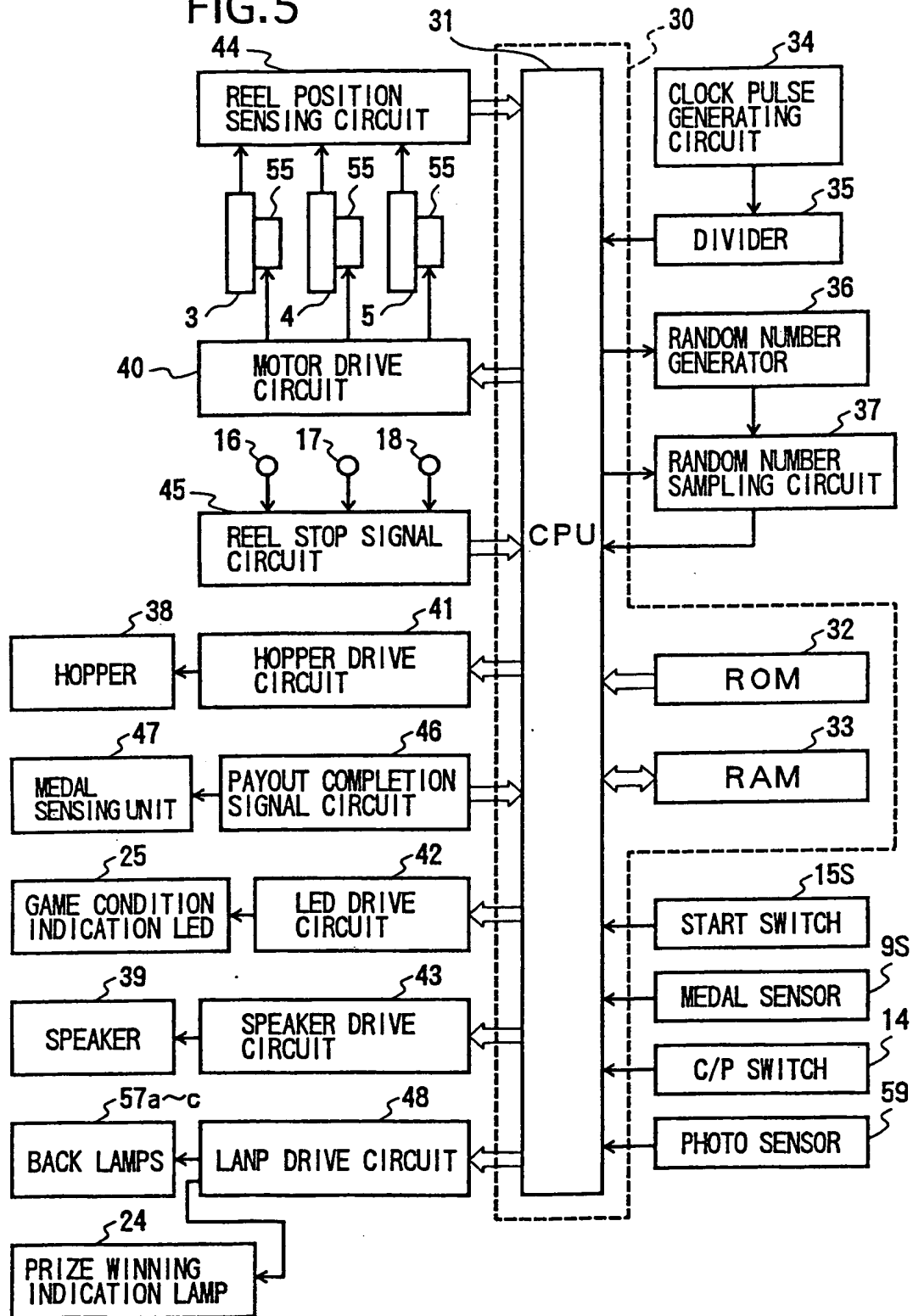


FIG.6

PRIZE. NUMBER OF THE INSERTED GAME MEDALS	BIG	MEDIUM	SMALL		
	BB	RB	PLUMS	BELLS	REPLAY
1	a1	b1	c1	d1	e1
2	a2	b2	c2	d2	e2
3	a3	b3	c3	d3	e3

FIG.7

CODE No.	FIRST ROTATION REEL	SECOND ROTATION REEL	THIRD ROTATION REEL
0	A	E	B
1	G	C	H
2	F	D	F
3	C	G	E
4	F	D	F
5	A	A	A
6	D	E	E
7	C	G	F
8	G	D	D
9	F	E	F
10	C	B	H
11	F	D	B
12	A	E	F
13	E	D	E
14	C	A	F
15	F	E	H
16	B	G	C
17	F	D	F
18	C	B	D
19	E	F	E
20	F	D	F

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FIG. 8

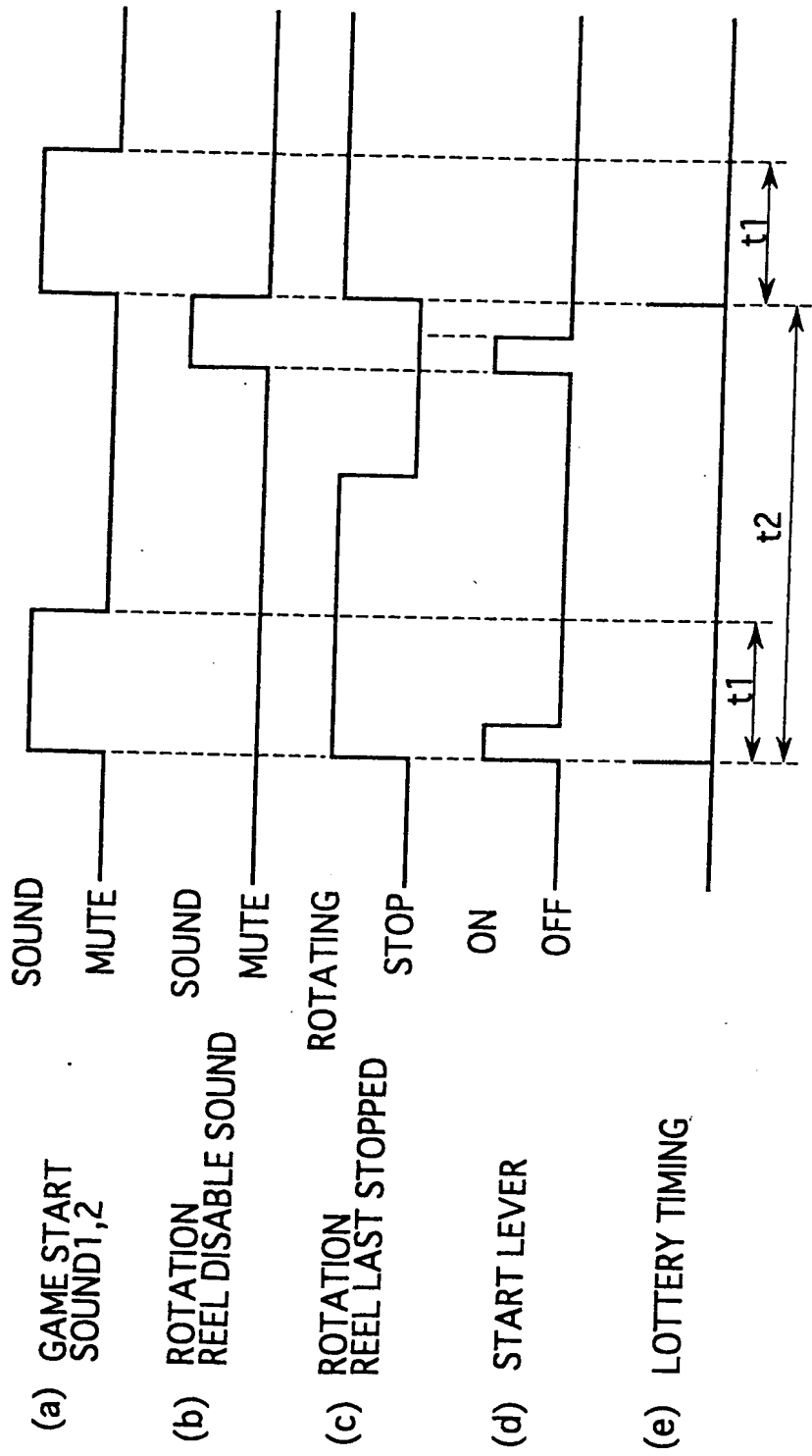




FIG.9

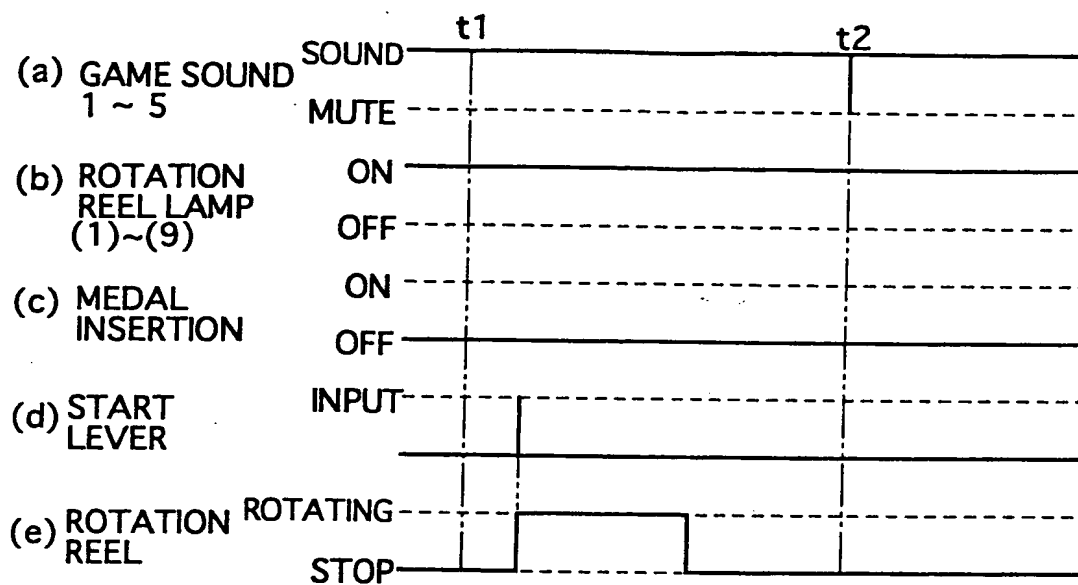


FIG.10

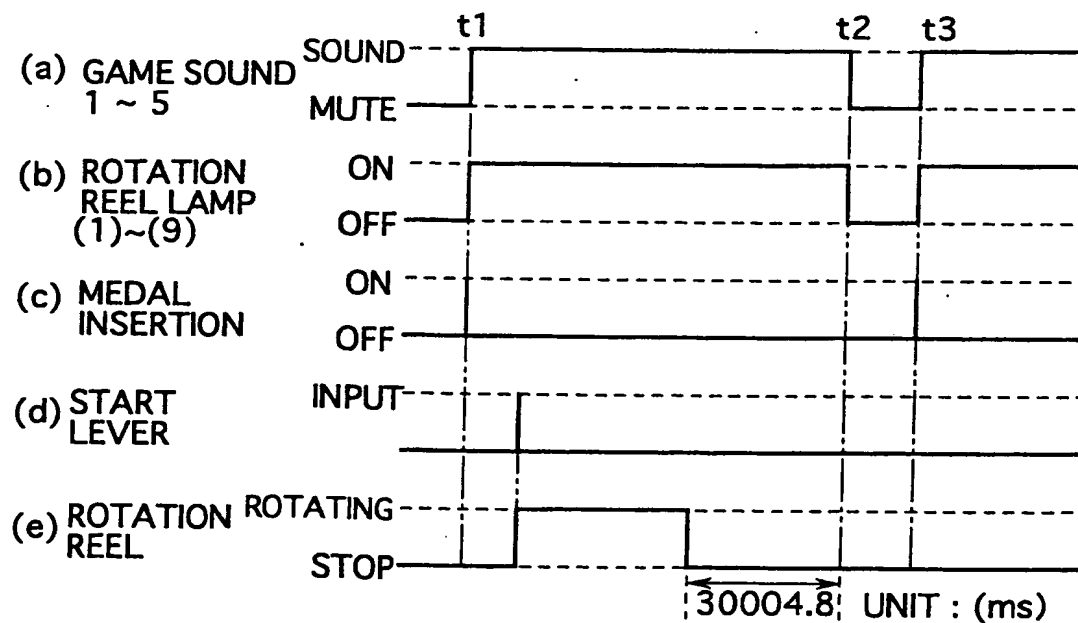


FIG.11

CURRENT GAME SOUND	VARIATION VALUE	SUBSEQUENT GAME SOUND
GAME SOUND1	0~+4	GAME SOUND1, GAME SOUND2, GAME SOUND3, GAME SOUND4, GAME SOUND5
GAME SOUND2	-1~+3	GAME SOUND1, GAME SOUND2, GAME SOUND3, GAME SOUND4, GAME SOUND5
GAME SOUND3	-2~+2	GAME SOUND1, GAME SOUND2, GAME SOUND3, GAME SOUND4, GAME SOUND5
GAME SOUND4	0~+1	GAME SOUND4, GAME SOUND5
GAME SOUND5	0	GAME SOUND5

FIG.12

(A)	(B)	(C)	(D)
GAME CONDITION	CURRENT GAME SOUND	VARIATION VALUE	SUBSEQUENT GAME SOUND
REGULAR GAME	GAME SOUND1 GAME SOUND2 GAME SOUND3	0 ~ +2 -1 ~ +1 -2 ~ 0	GAME SOUND1 ~ 3 GAME SOUND1 ~ 3 GAME SOUND1 ~ 3
REGULAR GAME IN RB	GAME SOUND1 GAME SOUND2 GAME SOUND3 GAME SOUND4	0 ~ +3 -1 ~ +2 -2 ~ +1 0	GAME SOUND1 ~ 4 GAME SOUND1 ~ 4 GAME SOUND1 ~ 4 GAME SOUND4
REGULAR GAME IN BB	GAME SOUND1 GAME SOUND2 GAME SOUND3 GAME SOUND4 GAME SOUND5	0 ~ +4 -1 ~ +3 -2 ~ +2 0 ~ +1 0	GAME SOUND1 ~ 5 GAME SOUND1 ~ 5 GAME SOUND1 ~ 5 GAME SOUND4 ~ 5 GAME SOUND5

FIG.13

(a)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME	80	38	10			128
REGULAR GAME IN RB	60	43	20	5		128
REGULAR GAME IN BB	50	38	30	5	5	128

(UNIT:/128)

(b)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME	30	78	20			128
REGULAR GAME IN RB	5	53	60	10		128
REGULAR GAME IN BB	15	38	60	10	5	128

(UNIT:/128)

(c)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME	50	38	40			128
REGULAR GAME IN RB	1	20	77	30		128
REGULAR GAME IN BB	1	15	70	30	12	128

(UNIT:/128)

(d)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME						
REGULAR GAME IN RB				128		128
REGULAR GAME IN BB				108	20	128

(UNIT:/128)

(e)

	GAME SOUND1	GAME SOUND2	GAME SOUND3	GAME SOUND4	GAME SOUND5	TOTAL OF PROBABILITY VALUES
REGULAR GAME						
REGULAR GAME IN RB						
REGULAR GAME IN BB					128	128

(UNIT:/128)

FIG.14

VARIATION VALUE	CURRENT GAME SOUND	NO PRIZE	PLUMS	BELLS	REPLAY	RB	BB
-1	3	1	3	2	2	4	4
-2	2	25	25	25	25	5	5
	3	25	25	25	25	5	5
0	1	6	9	8	7	12	12
	2	6	9	8	7	12	12
	3	6	9	8	7	12	12
	4	10	10	10	10		
	5	11	11	11	11		
+1	1	13	16	15	14	17	18
	2	13	16	15	14	17	18
	3	19	19	19	19		
	4	19	19	19	19		
+2	1	26	26	26	26	20	21
	2	22	22	22	22		
	3	22	22	22	22		
+3	1	23	23	23	23		
	2	23	23	23	23		
+4	1	24	24	24	24		

FIG.1 5

## (a)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP1

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
25	1	1	1	2
25	1	1	2	1
50	1	2	1	1
50	1	0	3	1
50	1	0	1	3
28	1	1	0	3
28	1	1	3	0

## (b)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP2

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
25	1	0	3	1
25	1	0	1	3
50	1	2	1	1
28	1	1	3	0
50	1	3	0	1
50	1	3	1	0

## (c)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP3

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
100	1	0	2	2
56	1	2	0	2
100	1	2	2	0

## (d)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP4

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
50	1	3	0	1
50	1	3	1	0
30	1	0	0	4
30	1	0	4	0
20	1	0	3	1
20	1	0	1	3
15	1	1	0	3
16	1	1	3	0
25	1	4	0	0

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FIG.16

(e)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP5

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	1	0	4
80	1	1	4	0
6	1	0	1	4
10	1	0	4	1
10	1	1	1	3
10	1	1	3	1
20	1	3	1	1
50	1	4	0	1
50	1	4	1	0

(f)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP6

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
3	1	1	1	4
3	1	1	4	1
4	1	4	1	1
20	1	4	0	2
20	1	4	2	0
20	1	0	2	4
20	1	0	4	2
5	1	2	0	4
5	1	2	4	0
156	1	2	2	2

(g)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP7

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	0	2	4
20	1	0	4	2
5	1	2	0	4
5	1	2	4	0
156	1	2	2	2
25	1	4	0	2
25	1	4	2	0

(h)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP8

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
5	1	1	2	3
5	1	1	3	2
30	1	2	1	3
30	1	2	3	1
10	1	3	1	2
20	1	3	2	1
156	1	2	2	2

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FIG.17

(i) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP9

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
156	1	2	2	2
30	1	1	1	4
50	1	1	4	1
20	1	4	1	1

(j) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP10

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	4	1	1
40	1	1	2	3
40	1	1	3	2
10	1	1	1	4
10	1	1	4	1
36	1	2	2	2
10	1	2	1	3
10	1	2	3	1
40	1	3	1	2
40	1	3	2	1

(k) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP11

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
256	1	2	2	2

(l) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP12

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
41	1	2	2	2
10	1	0	3	3
10	1	0	2	4
10	1	0	4	2
15	1	2	0	4
15	1	2	4	0
35	1	3	0	3
20	1	3	3	0
20	1	4	0	2
20	1	4	2	0
10	1	2	3	4
10	1	2	4	3
10	1	3	2	4
10	1	3	4	2
10	1	4	2	3
10	1	4	3	2

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FIG.18

(m)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP13

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
50	1	1	0	4
50	1	1	4	0
78	1	2	1	4
78	1	2	4	1

(n)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP14

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
28	1	0	3	4
28	1	0	4	3
40	1	3	0	4
40	1	3	4	0
60	1	4	0	3
60	1	4	3	0

(o)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP15

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
156	1	4	1	2
100	1	4	2	1

(p)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP16

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
100	1	4	2	1
56	1	4	1	2
30	1	2	2	3
30	1	2	3	2
40	1	3	2	2

(q)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP17

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
28	1	3	1	3
28	1	3	3	1
50	1	1	0	4
50	1	1	4	0
50	1	1	3	3
15	1	2	1	4
35	1	2	4	1



FIG.19

(r) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP 18

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
50	1	1	0	4
50	1	1	4	0
50	1	1	3	3
15	1	2	1	4
35	1	2	4	1
13	1	3	1	3
13	1	3	3	1
15	2	2	2	3
12	2	2	3	2
3	2	3	2	2

(s) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP 19

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
30	1	1	0	4
30	1	1	4	0
15	1	2	1	4
15	1	2	2	3
15	1	2	3	2
15	1	2	4	1
26	1	3	2	2
50	1	4	1	2
60	1	4	2	1

(t) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP 20

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
20	1	4	1	3
46	1	4	3	1
10	1	0	4	4
15	1	1	3	4
15	1	1	4	3
30	1	2	3	3
20	1	3	1	4
20	1	3	2	3
20	1	3	3	2
20	1	3	4	1
10	1	4	0	4
30	1	4	4	0

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FIG.20

(u) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP21

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
10	1	0	4	4
15	1	1	3	4
15	1	1	4	3
30	1	2	3	3
20	1	3	1	4
20	1	3	2	3
20	1	3	3	2
20	1	3	4	1
10	1	4	0	4
30	1	4	4	0
20	2	2	2	4
6	2	2	4	2
10	2	4	2	2
10	1	4	1	3
20	1	4	3	1

(v) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP22

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
10	1	4	1	3
20	1	4	3	1
106	1	1	3	4
50	1	1	4	3
20	1	3	1	4
50	1	3	4	1

(w) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP23

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
6	1	1	4	4
50	1	2	3	4
10	1	2	4	3
10	1	3	2	4
55	1	3	3	3
50	1	3	4	2
40	1	4	1	4
15	1	4	2	3
10	1	4	3	2
10	1	4	4	1

(x) GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP24

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
96	1	2	4	4
70	1	3	3	4
20	1	3	4	3
20	1	4	2	4
20	1	4	3	3
30	1	4	4	2

FIG.21

(y-1)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP25

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
10	1	0	2	3
10	1	0	3	2
10	1	0	1	4
10	1	0	4	1
10	1	1	0	4
10	1	1	4	0
10	1	1	2	0
10	1	1	0	2
10	1	1	3	0
10	1	1	1	2
10	1	1	2	0
10	1	1	0	1
10	1	1	1	0
10	1	1	3	4
10	1	1	4	3
58	1	1	1	4
1	1	1	2	4
1	1	1	4	2
1	1	1	1	4
1	1	1	3	1
1	1	1	4	3
1	1	1	1	2
1	1	1	2	4
1	1	1	0	2
1	1	1	4	2
1	1	1	1	3
1	1	1	2	2
1	1	1	3	4
1	1	1	4	1
1	1	1	0	2
1	1	1	2	1
1	1	1	3	0
1	1	1	4	0
1	1	1	1	4
1	1	1	2	3
1	1	1	3	2
1	1	1	4	1
1	1	1	0	4
1	1	1	2	0
1	1	1	3	4
1	1	1	4	3
1	1	1	1	2
1	1	1	2	1
1	1	1	3	4
1	1	1	4	0

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FIG.23

(z-1)GAME START SOUND/ROTATION REEL LAMP OPERATION GROUP26

PROBABILITY (/256)	GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
		FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
1	1	0	2	4
1	1	0	4	2
1	1	1	2	3
1	1	1	3	2
1	1	1	1	4
1	1	1	4	1
1	1	2	2	1
1	1	2	1	3
1	1	2	3	1
1	1	2	0	4
1	1	2	4	0
1	1	3	1	2
1	1	3	2	1
1	1	4	0	2
1	1	4	2	0
1	1	0	3	4
1	1	0	4	3
1	1	1	0	4
1	1	1	4	0
1	1	2	1	4
1	1	2	3	2
1	1	2	4	1
1	1	3	0	4
1	1	3	2	0
1	1	3	3	1
1	1	4	0	3
1	1	4	1	2
1	1	4	2	3
1	1	2	3	4
1	1	2	4	3
1	1	3	2	3
1	1	4	3	2
1	1	0	1	3
1	1	0	2	1
1	1	1	1	2
1	1	1	2	1
1	1	1	0	3
1	1	2	0	2
1	1	2	1	0
1	1	2	2	1
1	1	3	0	1
1	1	3	1	0
10	1	1	3	4
10	1	1	4	3

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FIG.24





































(z-2)

10	1	2	2	4	4
10	1	2	4	1	2
10	1	3	1	4	4
10	1	3	4	1	1
10	1	4	4	3	2
10	1	4	2	2	3
106	2	2	3	2	2
1	2	2	2	2	4
1	2	2	4	2	2
1	2	2	0	2	2
1	1	0	0	3	3
1	1	0	0	1	2
1	1	0	1	4	4
1	1	1	1	0	2
1	1	1	2	4	3
1	1	1	2	2	0
1	1	2	2	0	1
1	1	3	2	1	2
1	1	3	2	2	0
1	1	4	4	0	1

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FIG.25

## ROTATION REEL LAMP OPERATION PATTERN 0

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td></td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>		(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td></td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>		(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td></td><td>(2)</td><td>(3)</td></tr><tr><td></td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>		(2)	(3)		(5)	(6)	(7)	(8)	(9)	7	<table><tr><td></td><td>(2)</td><td>(3)</td></tr><tr><td></td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>		(2)	(3)		(5)	(6)	(7)	(8)	(9)
	(2)	(3)																			
	(5)	(6)																			
(7)	(8)	(9)																			
	(2)	(3)																			
	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td></td><td>(2)</td><td>(3)</td></tr><tr><td></td><td>(5)</td><td>(6)</td></tr><tr><td></td><td>(8)</td><td>(9)</td></tr></table>		(2)	(3)		(5)	(6)		(8)	(9)	8	<table><tr><td></td><td>(2)</td><td>(3)</td></tr><tr><td></td><td>(5)</td><td>(6)</td></tr><tr><td></td><td>(8)</td><td>(9)</td></tr></table>		(2)	(3)		(5)	(6)		(8)	(9)
	(2)	(3)																			
	(5)	(6)																			
	(8)	(9)																			
	(2)	(3)																			
	(5)	(6)																			
	(8)	(9)																			

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FIG.26

## ROTATION REEL LAMP OPERATION PATTERN 1

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN
1	(1) (2) (3)	3	(1) (2) (3)
	(4) (5) (6)		(4) (5) (6)
	(7) (8) (9)		(7) (8) (9)
2	(1) (2) (3)	4	(1) (2) (3)
	(4) (5) (6)		(4) (5) (6)
	(7) (8) (9)		(7) (8) (9)

FIG.27

## ROTATION REEL LAMP OPERATION PATTERN 3

STAGE	FLASH PATTERN	STAGE	FLASH PATTERN
1	(1) (2) (3)	3	(1) (2) (3)
	(4) (5) (6)		(4) (5) (6)
	(7) (8) (9)		(7) (8) (9)
2	(1) (2) (3)	4	(1) (2) (3)
	(4) (5) (6)		(4) (5) (6)
	(7) (8) (9)		(7) (8) (9)



FIG.28

## ROTATION REEL LAMP OPERATION PATTERN 4

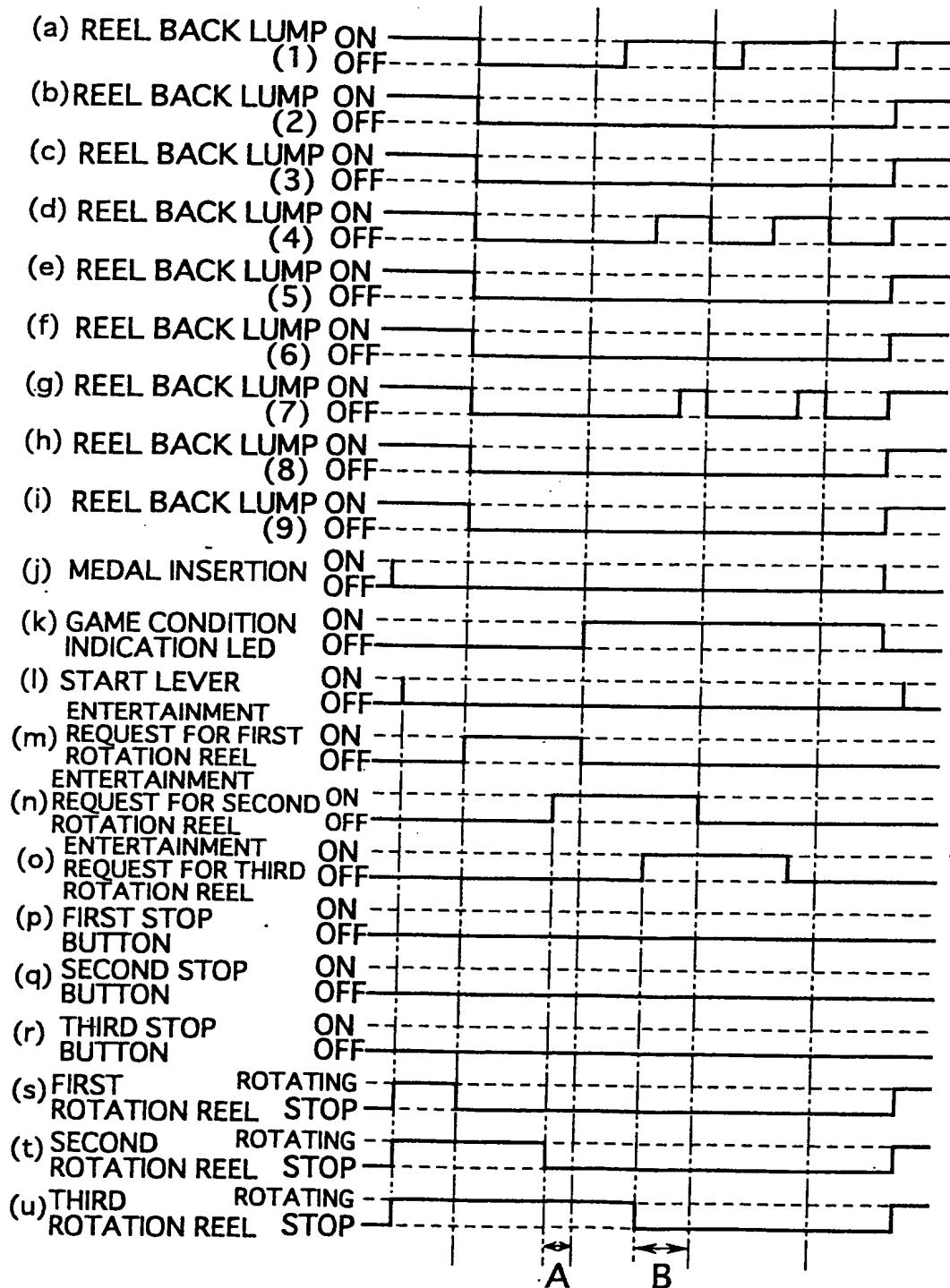
STAGE	FLASH PATTERN	STAGE	FLASH PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

FIG.29

OPERATION PATTERN	ROTATION REEL LAMP OPERATION
0	MOVE DOWNWARD TWICE
1	MOVE DOWNWARD ONCE
2	NO MOVE
3	MOVE UPWARD ONCE
4	MOVE UPWARD TWICE

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FIG.30



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FIG.31

STOP	ROTATION REEL LAMP OPERATION PATTERN	ROTATION REEL LAMP OPERATION PATTERN-2	TOTAL OF ROTATION REEL LAMP OPERATION PATTERN-2	GAME CONDITION INDICATION LED OPERATION
FIRST STOP TIME	$n_1$ (0~4)	$n_1-2$ (-2~2)	$n_1-2=S_1$ (-2~2)	S1 OPERATION PATTERN
SECOND STOP TIME	$n_2$ (0~4)	$n_2-2$ (-2~2)	$n_1+n_2-4=S_2$ (-4~4)	S2 OPERATION PATTERN
THIRD STOP TIME	$n_3$ (0~4)	$n_3-2$ (-2~2)	$n_1+n_2+n_3-6=S_3$ (-6~6)	S3 OPERATION PATTERN
MEDAL INSERTION FOR THE SUBSEQUENT GAME				CLEARED (PATTERN 0)

TOTAL OF ROTATION REEL LAMP OPERATION PATTERN-2	GAME CONDITION INDICATION LED OPERATION PATTERN
0	PATTERN 0
1	PATTERN 1
2	PATTERN 2
3	PATTERN 3
4	PATTERN 4

STOP	REEL	ROTATION REEL LAMP OPERATION PATTERN	ROTATION REEL LAMP OPERATION PATTERN-2	TOTAL OF ROTATION REEL LAMP OPERATION PATTERN-2	GAME CONDITION INDICATION LED OPERATION
FIRST STOP TIME	FIRST ROTATION REEL	4	2	2=2	PATTERN1
SECOND STOP TIME	SECOND ROTATION REEL	1	-1	2-1=1	PATTERN2
THIRD STOP TIME	THIRD ROTATION REEL	2	0	2-1+0=1	PATTERN3
MEDAL INSERTION FOR THE SUBSEQUENT GAME					CLEARED (PATTERN 0)

(a)

(b)

(c)

FIG.32

GAME CONDITION	STAGE	FLASH PATTERN												
PATTERN 0 UNDER REGULAR GAME CONDITION (CLEAR: FLASH PATTERN IS NOT DISPLAYED)       PATTERN CHANGEOVER TIME (80.84ms)	1	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)		
	(A)	(B)	(C)	(E)	(G)	(H)								
			(D)	(F)										
	2	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)		
	(A)	(B)	(C)	(E)	(G)	(H)								
			(D)	(F)										
	3	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)		
	(A)	(B)	(C)	(E)	(G)	(H)								
		(D)	(F)											
4	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)			
(A)	(B)	(C)	(E)	(G)	(H)									
		(D)	(F)											
5	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)			
(A)	(B)	(C)	(E)	(G)	(H)									
		(D)	(F)											
6	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)			
(A)	(B)	(C)	(E)	(G)	(H)									
		(D)	(F)											
7	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)			
(A)	(B)	(C)	(E)	(G)	(H)									
		(D)	(F)											
8	<table><tr><td>(A)</td><td>(B)</td><td>(C)</td><td>(E)</td><td>(G)</td><td>(H)</td></tr><tr><td></td><td></td><td>(D)</td><td>(F)</td><td></td><td></td></tr></table>	(A)	(B)	(C)	(E)	(G)	(H)			(D)	(F)			
(A)	(B)	(C)	(E)	(G)	(H)									
		(D)	(F)											

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FIG.33

GAME CONDITION	STAGE	FLASH PATTERN
PATTERN1 UNDER REGULAR GAME CONDITION       PATTERN CHANGEOVER TIME (80.84ms)	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	

001280" 60274950

FIG.34

GAME CONDITION	STAGE	FLASH PATTERN
PATTERN2 UNDER REGULAR GAME CONDITION       PATTERN CHANGEOVER TIME (80.84ms)	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	

001280 60214360

FIG.35

GAME CONDITION	STAGE	FLASH PATTERN
PATTERN3 UNDER REGULAR GAME CONDITION       PATTERN CHANGEOVER TIME (80.84ms)	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	

001220" 50214950

FIG.36

GAME CONDITION	STAGE	FLASH PATTERN
PATTERN4 UNDER REGULAR GAME CONDITION       PATTERN CHANGEOVER TIME (80.84ms)	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	

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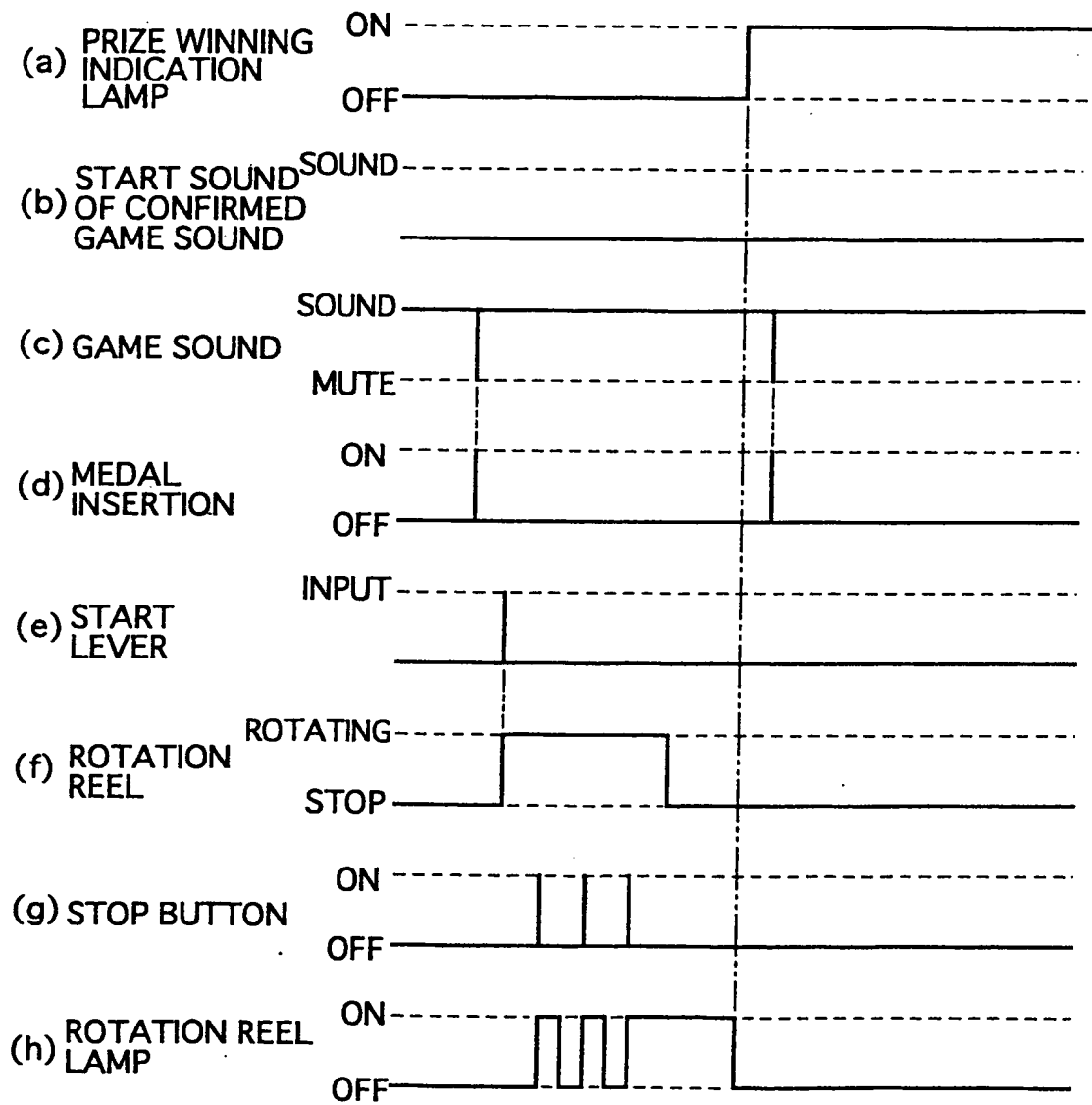


FIG.37

GAME START SOUND	ROTATION REEL LAMP OPERATION PATTERN		
	FIRST ROTATION REEL STOPPED	SECOND ROTATION REEL STOPPED	THIRD ROTATION REEL STOPPED
1	0	0	4
1	0	4	0
1	4	0	0
1	1	1	3
1	1	3	1
1	3	1	1
1	0	3	3
1	3	0	3
1	3	3	0
1	1	3	3
1	3	1	3
1	3	3	1
1	0	4	4
1	2	3	3
1	3	2	3
1	3	3	2
1	4	0	4
1	4	4	0
1	1	4	4
1	3	3	3
1	4	1	4
1	4	4	1
1	2	4	4
1	3	3	4
1	3	4	3
1	4	2	4
1	4	3	3
1	4	4	2

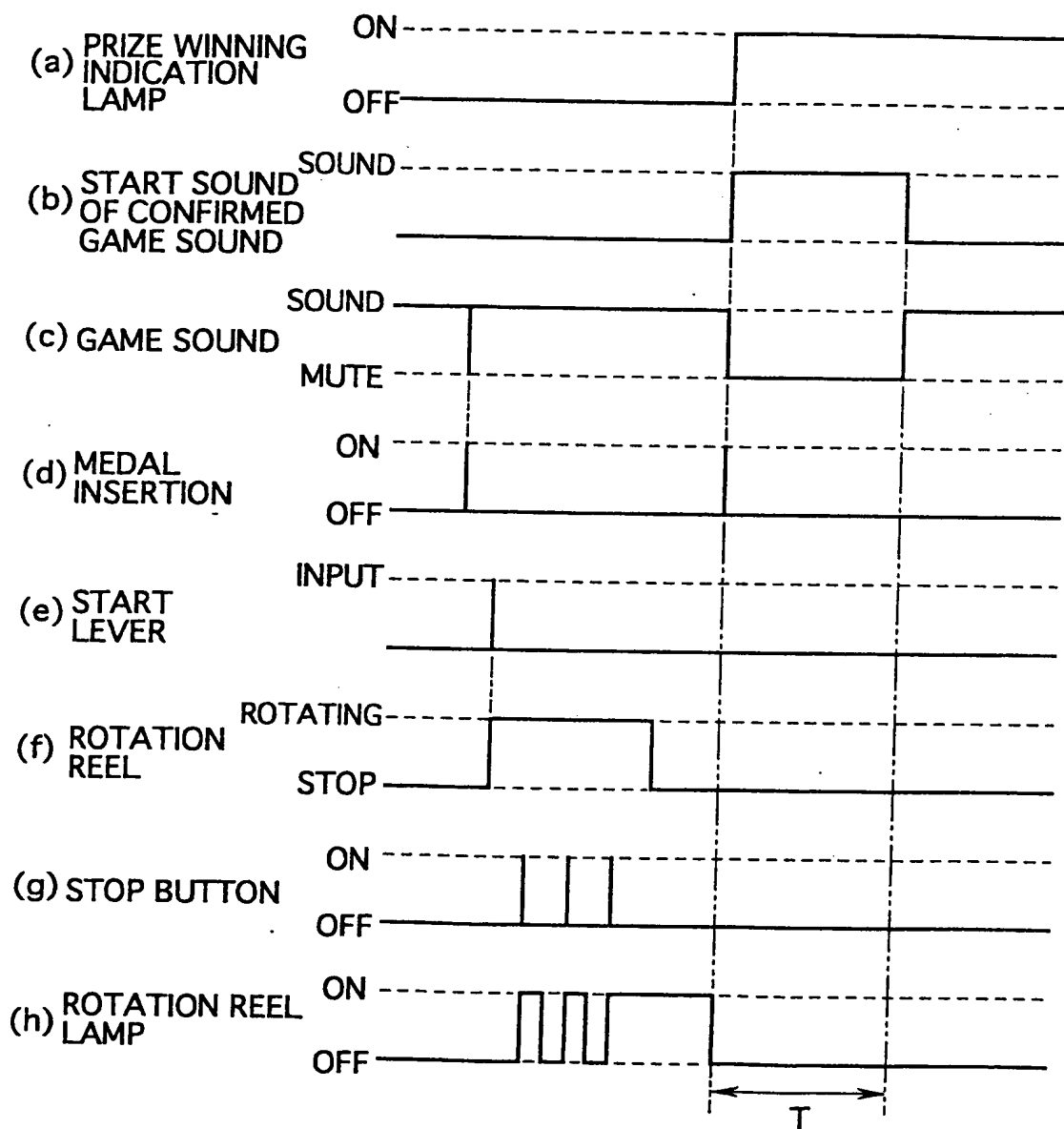
001280" 50214960

FIG.38



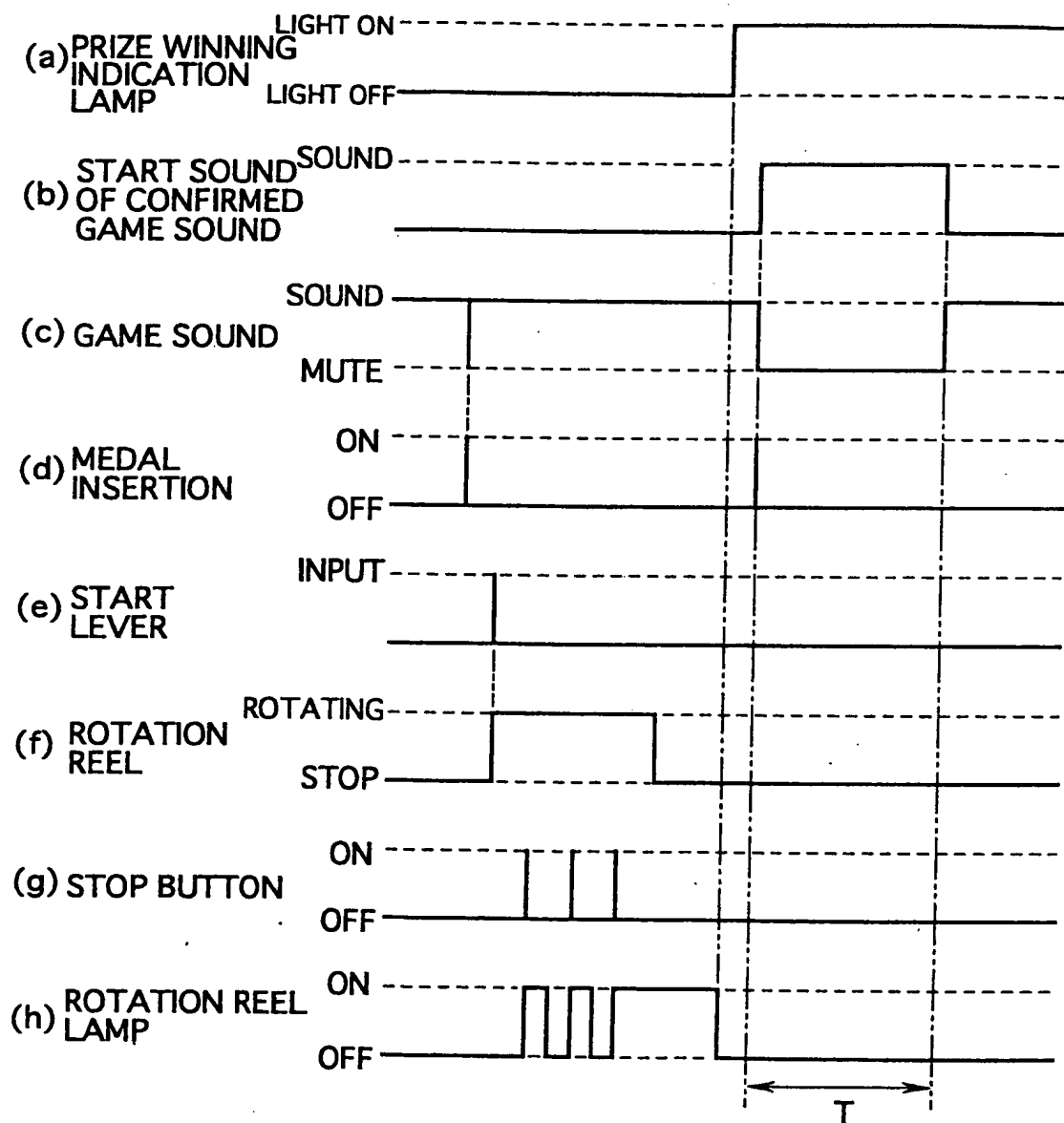
001280-5074950

FIG.39



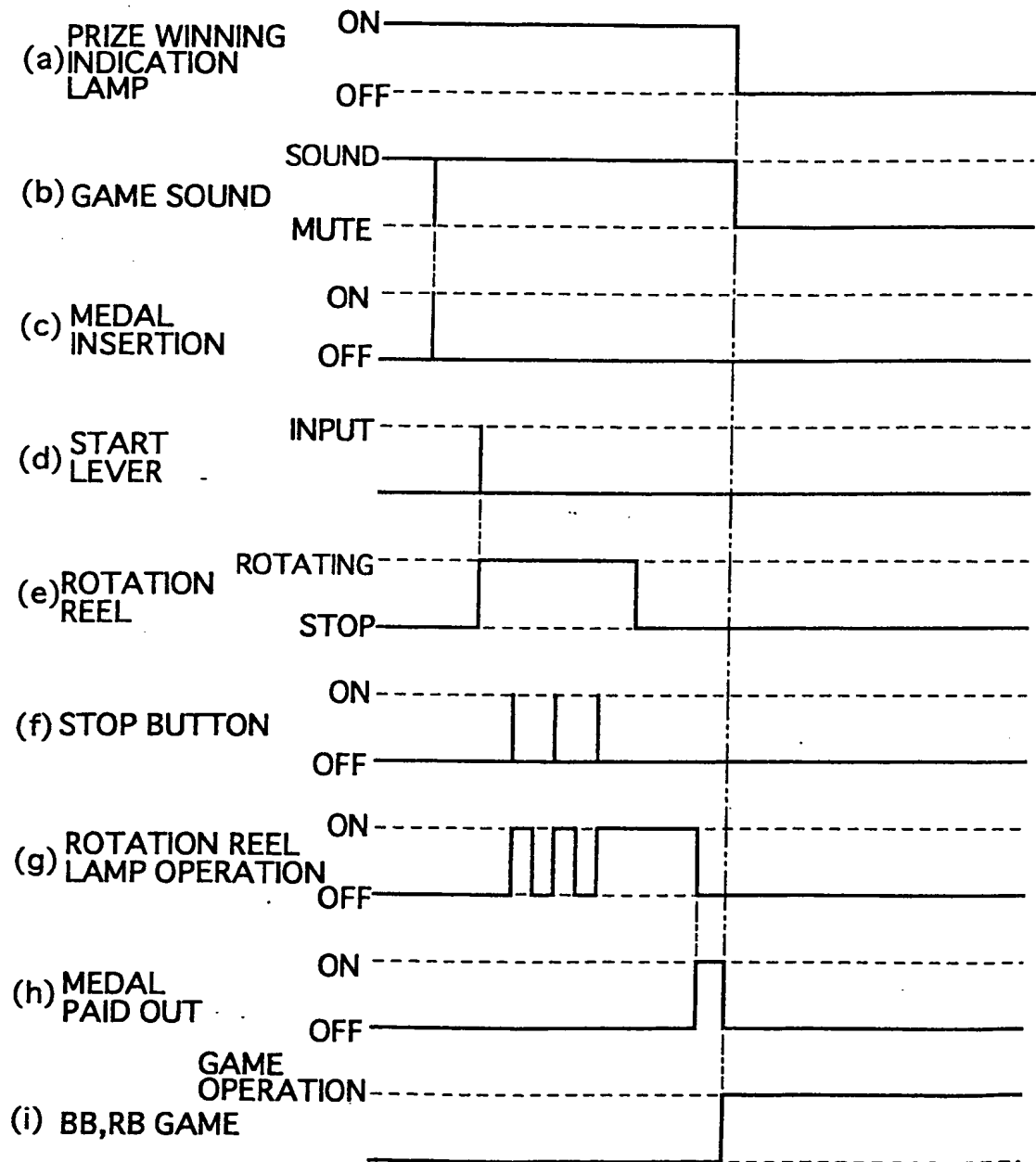
09641709, 082100

FIG.40



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FIG.41



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FIG.42

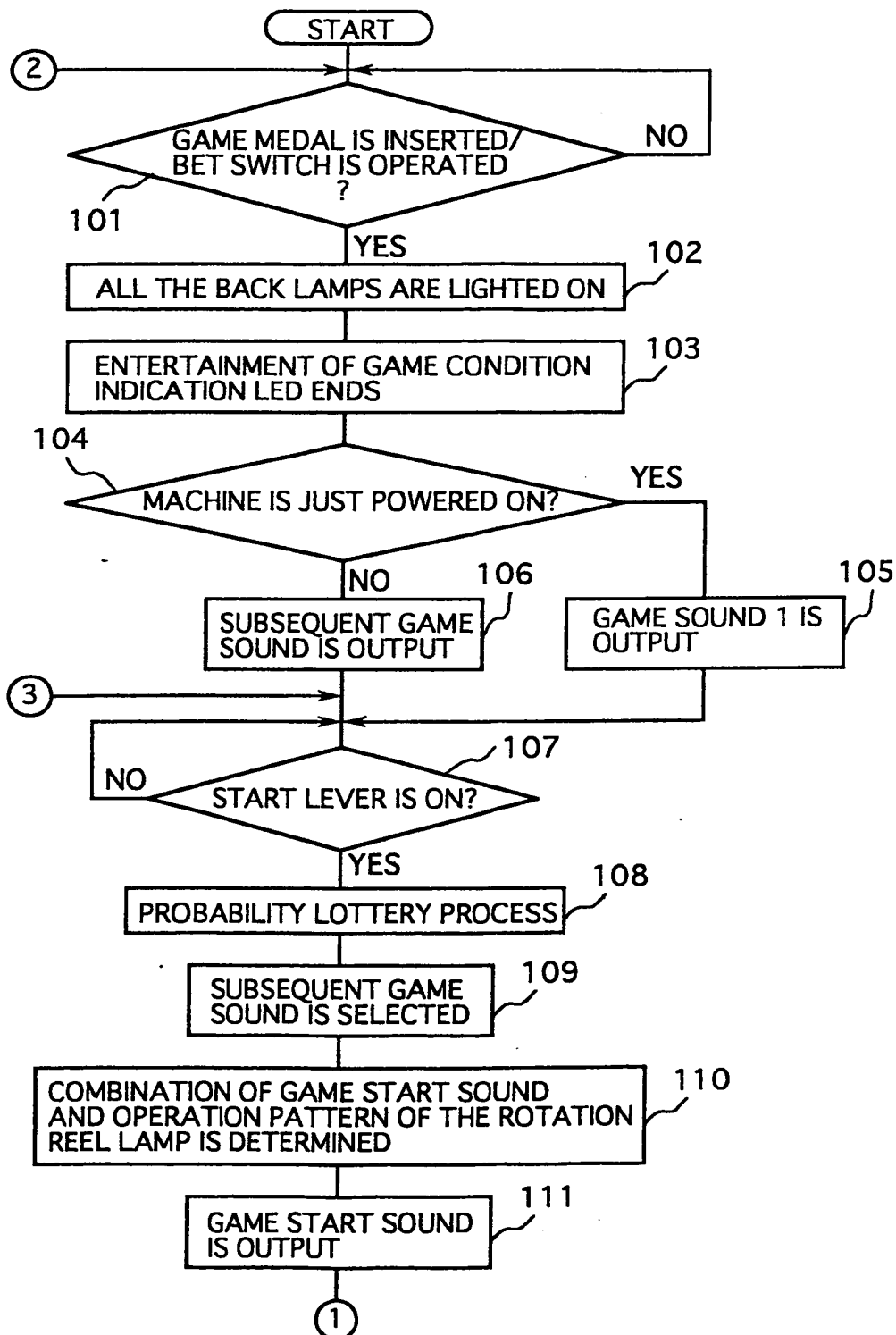


FIG.43

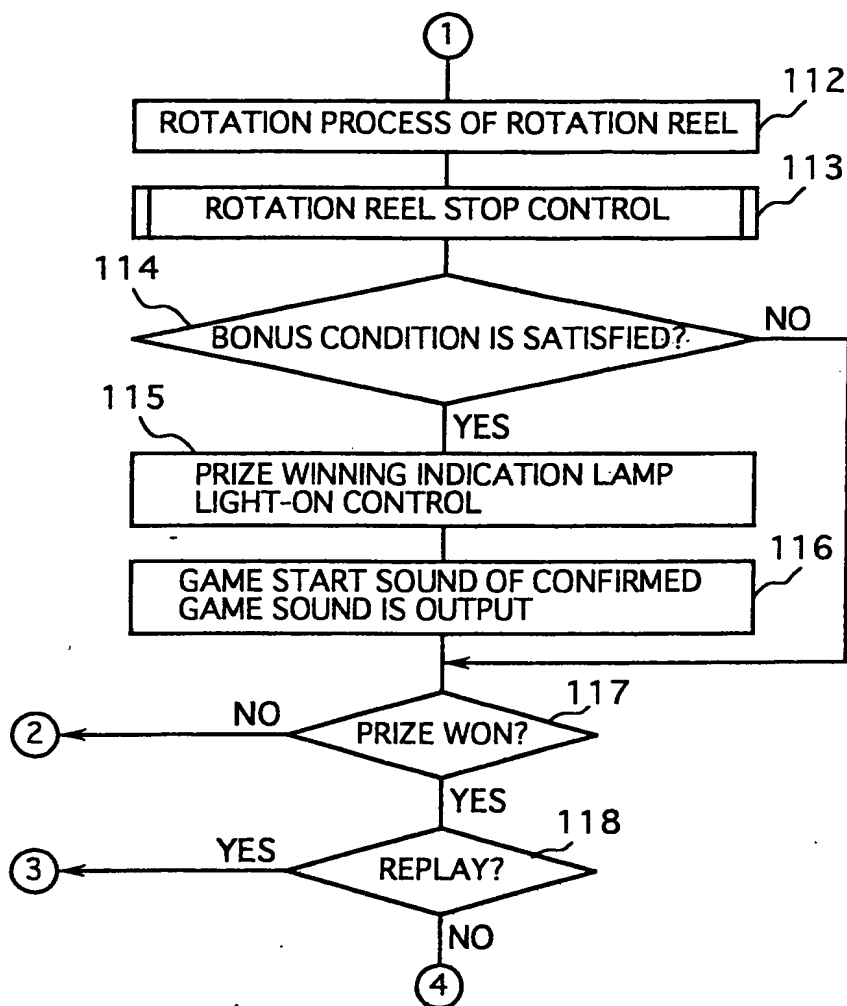


FIG.44

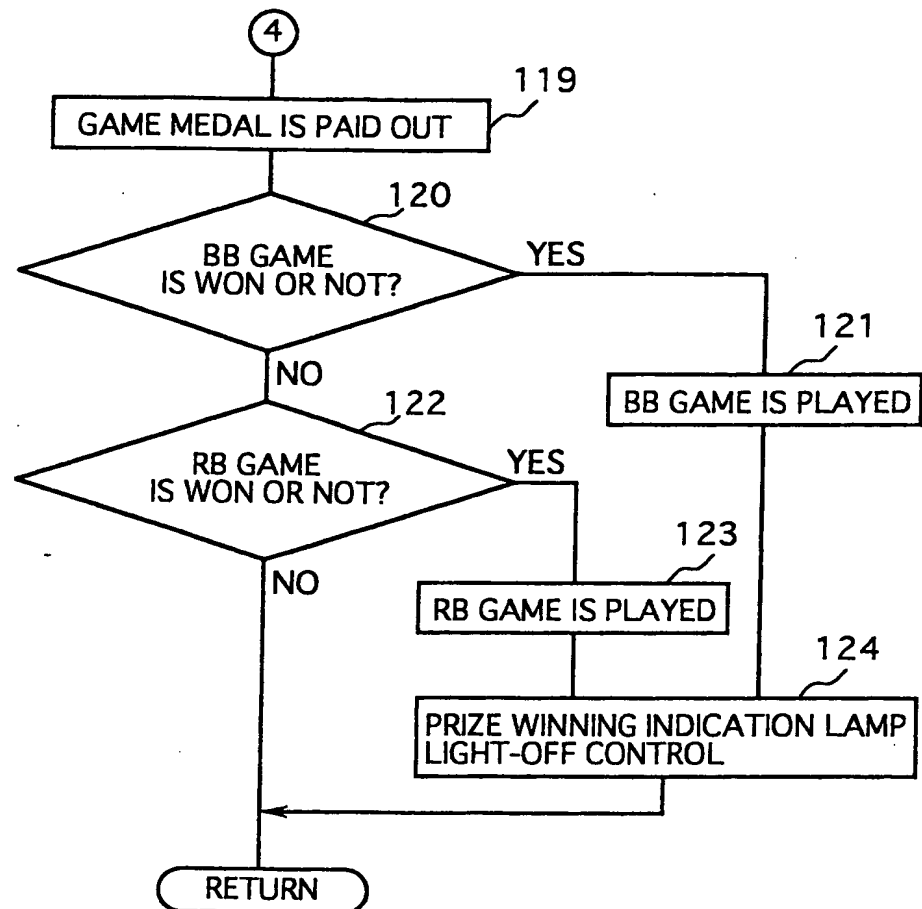




FIG.45

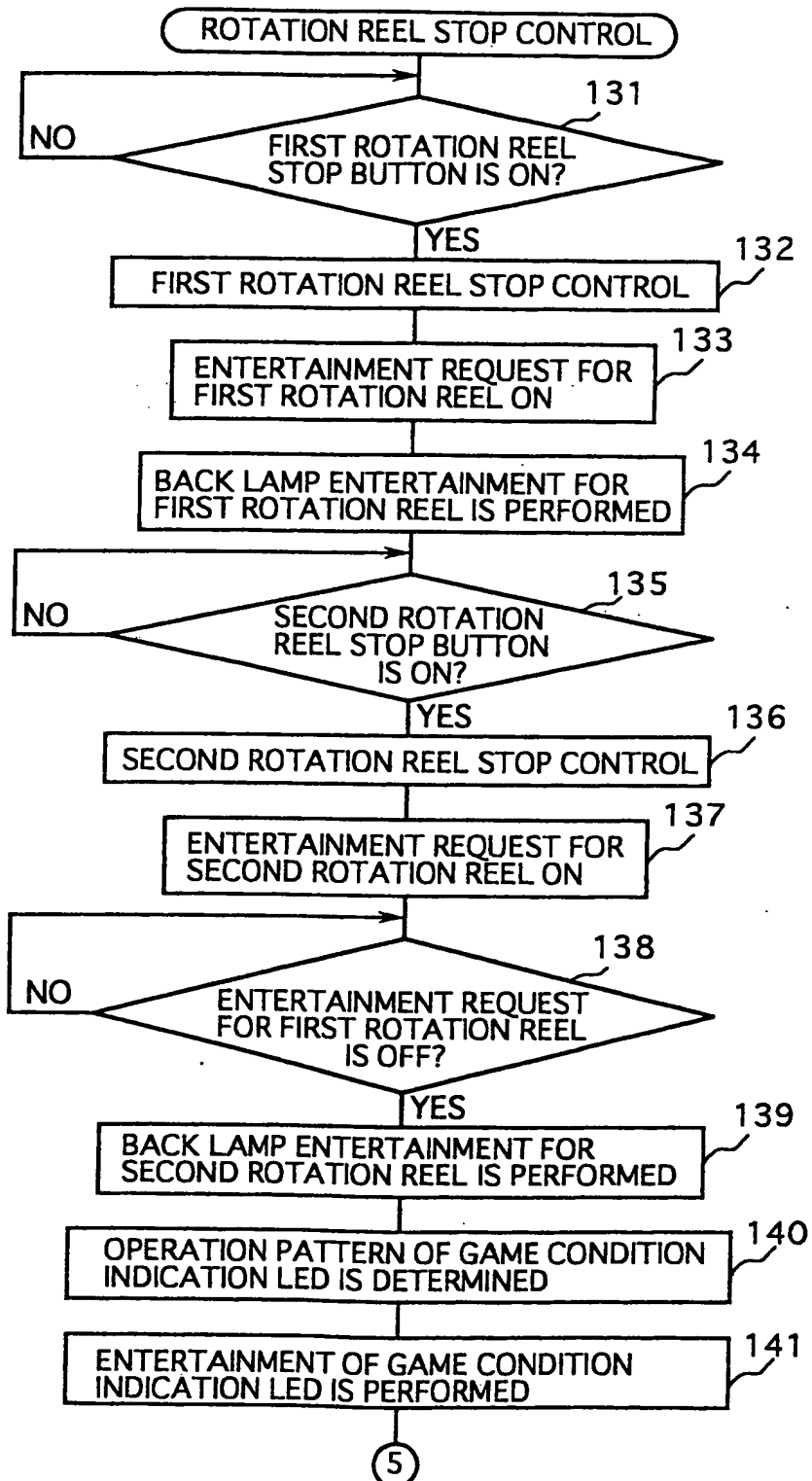


FIG.46

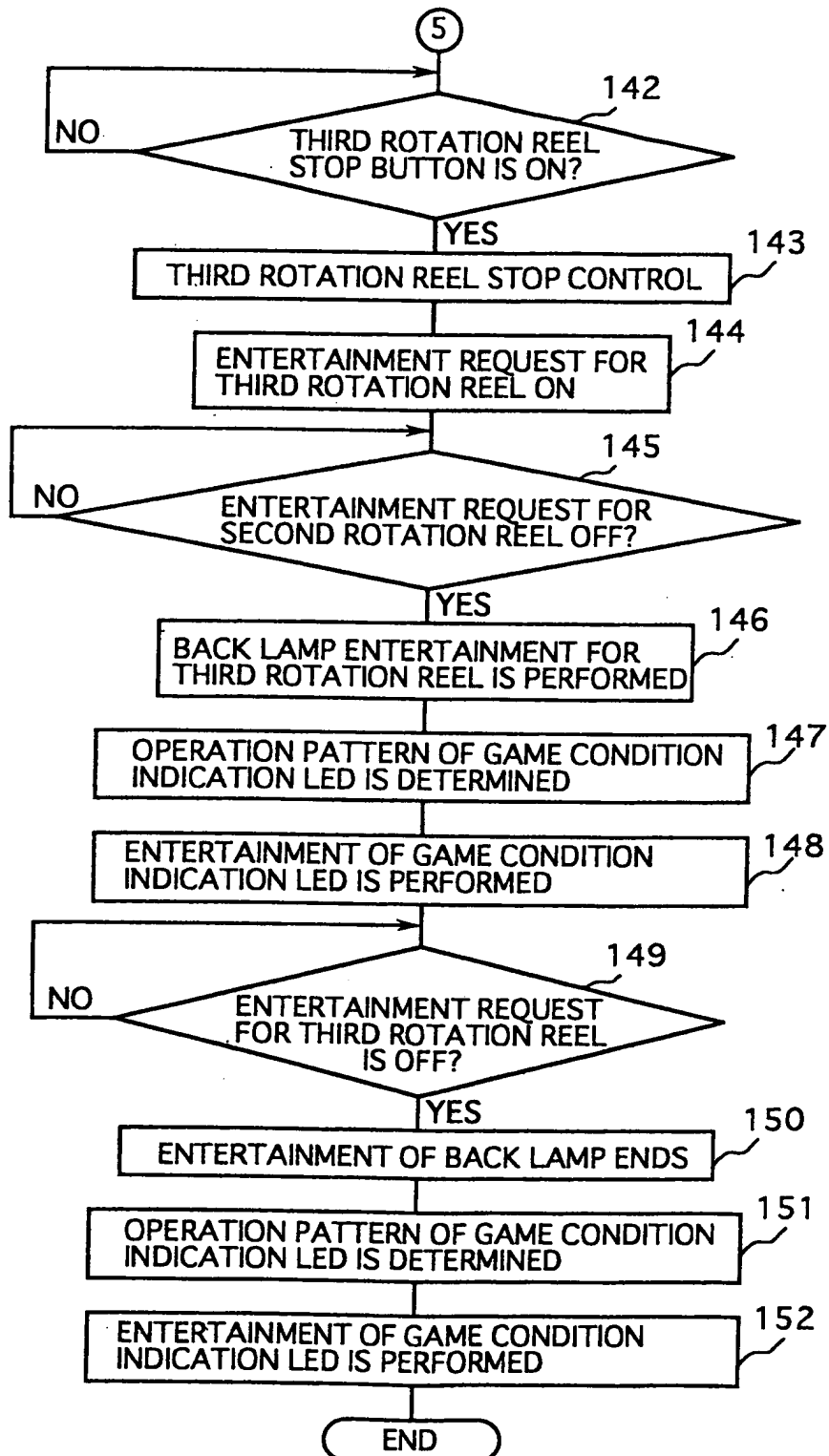


FIG.47

(a)

FIRST ROTATION REEL	SECOND ROTATION REEL	THIRD ROTATION REEL
F	↓	↓
A	↓	↓
E	↓	↓

(b)

FIRST ROTATION REEL	SECOND ROTATION REEL	THIRD ROTATION REEL
F	D	↓
A	A	↓
E	E	↓

(c)

PRIZE WINNING  
LINE L1

PRIZE WINNING  
LINE L2A

PRIZE WINNING  
LINE L2B

PRIZE WINNING  
LINE L3A

PRIZE WINNING  
LINE L3B

FIRST ROTATION REEL	SECOND ROTATION REEL	THIRD ROTATION REEL
A	A	↓
F	D	↓
E	E	↓
F	A	↓
E	A	↓

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FIG.48

CODE No.	PRIZE WINNING EXPECTATION FLAG			
	BIG PRIZE	MIDDLE PRIZE	SMALL PRIZE	NO PRIZE
0	0	0	0	1
1	0	1	0	0
2	0	1	0	0
3	0	0	0	1
4	0	0	0	1
5	1	0	1	0
⋮	⋮	⋮	⋮	⋮
⋮	⋮	⋮	⋮	⋮
⋮	⋮	⋮	⋮	⋮
20	0	0	0	1

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